

Player Pack

Sheffield Hat 2012

Charity Ultimate Frisbee Tournament

7th – 9th Sept. 2012

Hillsborough Arena

**RIGHT
TOPLAY**



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Ultimate Basics

Initiate Play - Each point begins with both teams lining up on the front of their respective endzone line. The defence throws ("pulls") the disc to the offense. A regulation game has seven players per team (we are playing with five).

Scoring - Each time the offense completes a pass in the defence's endzone, the offense scores a point.

Movement of the Disc - The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.

Change of possession - When a pass is not completed the defence immediately takes possession of the disc and becomes the offense.

Substitutions - Players not in the game may replace players in the game after a score and during an injury timeout.

Non-contact - No physical contact is allowed between players. A foul occurs when contact is made.

Fouls - When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the disc returns to the previous thrower and play continues.

Self-Refereeing - Players are responsible for their own foul and line calls. Players resolve their own disputes.

Spirit of the Game - Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

Beginner Session

If you've never played before, don't worry! We will be running a session for beginners (and anyone else who wants to attend) on Saturday morning where our expert coaching team will explain all about throwing, marking, forcing and stalling!

Right To Play



Right To Play is the leading international humanitarian and development organisation using the transformative power of sport and play to build essential skills in children and thereby drive social change in communities affected by war, poverty and disease.

Right To Play creates a safe place for children to learn and fosters the hope that is essential for children to envision and realise a better future.

Right To Play has been a pioneer in innovation for social change and has a track record for creating programs that are both sustainable and replicable.

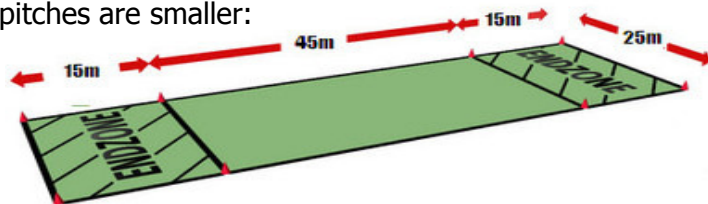
Working in both the humanitarian and development context, Right To Play trains local community leaders as Coaches to deliver their programs in 23 countries affected by war, poverty and disease in Africa, Asia, the Middle East, and South America.

Their programs incorporate a unique methodology that uses sport and play as tools for learning.

www.righttoplay.com/uk

Tournament Rules

The tournament will be played under full **WFDF 2009 rules** (copies will be available if necessary) except that there are 5 players on each team and the pitches are smaller:



The games will be **35 minutes** long and there is a points cap of **13**.

Play should stop when you hear the hooter at the end of the game. If the disc is in the air when the hooter sounds, and is subsequently caught for a score, this point **will** count. Draws are allowed in the pool rounds only. When the hooter sounds during the knock-out rounds, finish the point before stopping. If tied at this stage, play a sudden-death point to determine the winner.

Captains

Each team needs to nominate a captain and let us know at HQ who that person is. You may assign any responsibilities you wish to your captain (e.g. coaching) but the only thing we need them for is the reporting of scores and attendance at the captain's meeting.

Scores

After each game the designated captain from each team should report to tournament HQ and hand in the score as well as their opponent's overall spirit score, your nomination for 'most spirited player' and opposition MVP (all on one handy score sheet).

MVPs

As with last year, there will be a prize for the MVP on each team. When you submit your scores after each game, you need to nominate the MVP from your opposition. There will be space on the score sheet for this.

Be inclusive

Please ensure that any beginners receive a positive introduction to Ultimate by being friendly and helpful (whether they are on your team or not!). Make sure that players of all levels get plenty of pitch time and plenty of opportunities to handle the disc. It is an 'open' tournament but there are women on each team so try and match up if possible.

Spirit

We will be using the standard WFDF/BULA spirit scoring system where each opponent receives a score out of 20. For anyone new to Ultimate, or new to this particular scoring system, this is the 'official' scoring system used at all the big events. Although it may seem complicated at first glance, it is actually very simple, and allows you to look at certain aspects of the game **objectively** and score your opponents accordingly. Those of you familiar with the system should explain how it works to those new to it all!

Although it can be interpreted in different ways, we suggest that an 'average' game, where nothing in particular stands out, would score around 10/20. Your team pack will include the scoring slips which you will need to submit after each game. You are also asked to nominate one player from the opposition as the 'Most Spirited Player'.

Jump + Reach | GAIA Europe are once again sponsoring the spirit prizes with limited edition Spirit of the Game discs being awarded to the most spirited team, and also the most spirited player on each team.



Venue Rules

- Please don't bring your own alcohol – this is a licensed venue and only alcohol purchased from the bar can be consumed on site. If found with other alcohol it will be confiscated by venue management.
- Whilst the bar is open until 12am (they stop serving at 11pm), the venue is surrounded by a residential area so please keep outside noise to a minimum after 11pm.
- Please put all your litter in the bins! Teams and campers will be provided with additional bin bags.
- Toilets & showers are open all night for your convenience (far side of main building) – please try to leave these as you would wish to find them (and don't abuse the hedges)!
- There is a wedding reception in the main hall on Saturday evening. You **ARE NOT** allowed through to their party, but they can use the bar that we are in (it is a public bar).
- If you bring any valuables with you, you do so at your own risk – neither the TD nor the venue will accept any responsibility for loss or damage.
- No muddy boots in any of the buildings. Thanks.

Campers

When you register on arrival, all campers will need to pay any outstanding fees and will be given a tag to put on their tent. We need to do this so that we have a record of who is going to be on site overnight, and to ensure that everyone who is staying has paid for the privilege.

Please display the tag on a guy rope or zip near the entrance of your tent.

Weekend Schedule (approx)

Friday

8.00pm – 11.00pm	Player Registration
12.00am	Bar close

Saturday

8.30am	Cafe opens
8.30am – 9.30am	Player Registration
9.00am – 9.30am	Beginner Basics
9.30am	Captain's Meeting
9.45am – 4.50pm	HAT matches
5.20pm – 5.55pm	Show Game
8.00pm – 11.00pm	Evening games available
9.00pm – 10.00pm	3 Pint Challenge Competition
10.00pm	Team Boat Races
12.00am	Bar close

Sunday

9.00am	Cafe opens
9.45am – 3.20pm	HAT matches
3.30pm – 4.05pm	Final
4.20pm	Presentation

Show Game

At the end of Saturday's play, there will be a show game with the top couple of MVPs from each team taking part.

Spectators will have the opportunity to enjoy the game with a beverage or few, and we will be running a Fantasy Ultimate game to raise some extra cash for **Right To Play**. There will be prizes for the winner of the fantasy game, and also the highest scoring player.

Hat Tournament Schedule

This is the likely schedule for the tournament but it could change depending on the pitches and any last minute alterations to teams. A final confirmed schedule will be given to the team captains and will also be available to view at Tournament HQ and in/around the bar area.

Each team will get ten 35 minute matches over the weekend.

		Pitch 1	Pitch 2	Pitch 3
09:45	10:20	A B	C D	E F
10:30	11:05	A C	G H	D E
11:15	11:50		F G	B H
12:00	12:35	C F	A D	B E
12:45	13:20	C H		D G
14:00	14:35	A E	B F	
14:45	15:20	C E	D H	B G
15:30	16:05		A G	D F
16:15	16:50	A F	B C	E H
17:20	17:55	Showgame		
09:45	10:20	A H	B D	C G
10:30	11:05		F H	E G
11:45	12:20	1 8	2 7	
12:30	13:05		3 6	4 5
13:15	13:50	1 4		2 3
14:00	14:35		5 8	6 7
14:45	15:20	3 4	5 6	7 8
15:30	16:05	1 2		
16:20		Presentation		

Fantasy Ultimate

During the MVP show game on Saturday evening, we will be running a game of Fantasy Ultimate. If you wish to take part, you will choose two players (one from each team) at random to be your Fantasy Duo. Your players will then score or lose points based on the system below.

It will cost you **£2** to take part with half of all the funds going to charity, and half going to the person with the highest scoring duo. With a minimum of **8 players** on each team, there are at least **64** possible Duos available. You can enter as many times as you like until all the player combinations are sold – meaning the winner could take home a cool **£64!**

Even if you are playing in the game, you can still purchase a Fantasy Duo.

There will also be a prize for the highest scoring player of the game, sponsored by Lookfly, so all the players should be working their socks off to score you points!

ACTION	SCORE	ACTION	MULTIPLE
Assist a goal	1	Upside down	x 2 (thrower)
Catch a goal	1	Push pass	x 2 (thrower)
Point block/interception	1		
Layout	1	AT GAME POINT	x 2 (all players)
Score a callahan	1		
Greatest	3		
Drop	-1		
Throwaway	-1		
Blocked	-1		
'Assist' callahan	-2		

Friday Night

- Arrive any time after 5pm – early arrivals can help set up!
- Registration in the marquee from 8pm
- Last orders 11pm, bar closes at midnight

Saturday Night

- Bar is open all day; closes at midnight (last orders 11pm)
- The cafe will be open until approx 8pm
- We ask that you purchase your evening food from the Hillsborough Arena cafe – this is a registered charity and all proceeds from the cafe go back into the venue – though other options are available
- Games such as table football, beer pong and 3 pint challenges will take place in the marquee from 8pm
- If you want to go further afield we recommend that you DO NOT go out in Hillsborough (and certainly don't bring trouble back to the site with you if you do!) – there is a casino nearby, however, and town is a short taxi ride away

Big Screen Sports

*not guaranteed

We have access to a big screen in the onsite bar and we hope to be able to bring you a multitude of sports over the weekend*, including:

Paralympics

Football: Moldova v England (7.45pm Friday)

T20 cricket: England v South Africa (Saturday)

F1: Italian Grand Prix (qualifying Saturday & race Sunday)

Photography



Michael Barnett is an award-winning sports photographer with experience shooting the likes of canoe slalom and handball. This will be his first Ultimate event but he used to play the sport so he should know how and when the good action will take place! Michael's giving up his time for free so he'd appreciate it if you checked out his website after the event and maybe bought a few pics!

www.mb23photography.com

Extras

There are limitations on what we can provide due to the venue rules but there should be fruit for free in the marquee, as well as water and sun cream. Everything else you can get from the cafe (or bring yourself!).

We hope to have a bit of media coverage this year so there might be some people knocking about asking questions and the like.

Lookfly will be down on Saturday with a little shop so go and say hi and buy yourself some new kit!

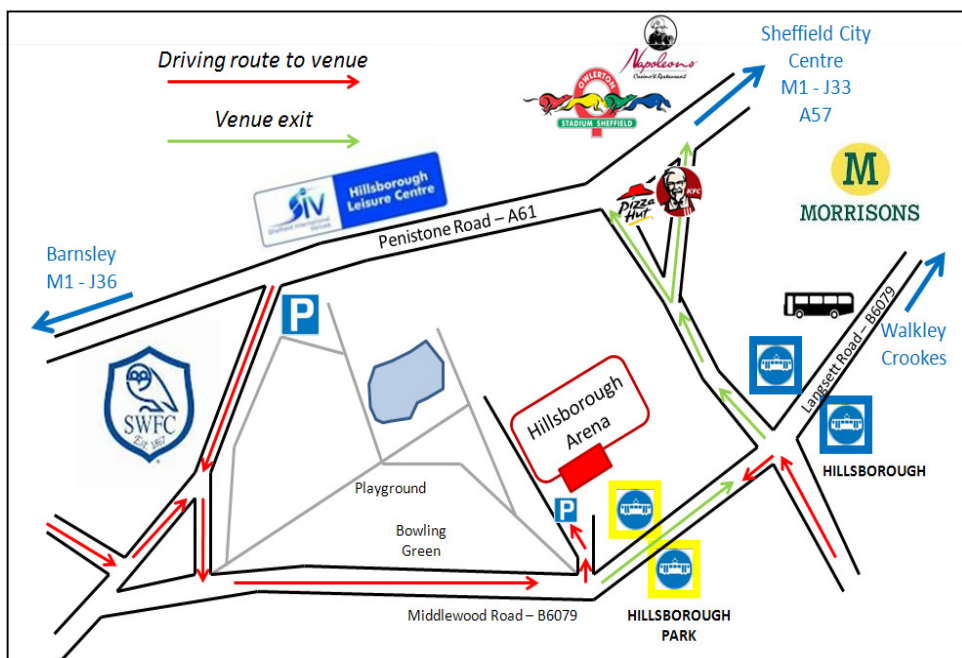
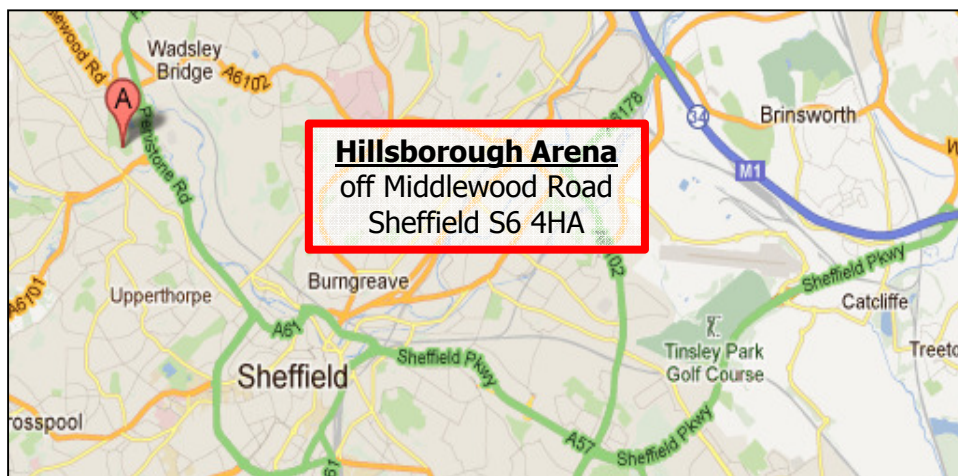
Prizes

We'll be handing out loads of prizes at the presentation on Sunday including:

- Tournament winners medals
- Most spirited team
- Most spirited player on each team
- MVP from each team
- Goodie bag for the highest scoring Fantasy Ultimate player
- Cash prize for Fantasy Ultimate game winner
- 3 pint challenge
- Team boat races



Maps & Directions



From the South (M1)

Exit Junction 33 (A630 Sheffield Centre/Rotherham)

1st exit onto Sheffield Parkway A630

Note change to 50mph limit

Note change to 40mph limit

Right turn onto Derek Dooley Way A61 (Hospitals/University of Sheffield)

Continue on Corporation Street A61 (Ring Road/Barnsley A61 North)
Go through 1 roundabout (2nd exit to Penistone Road A61 – Barnsley and M1 North - Hillsborough)

Left turn onto Parkside Road A6102 (Stocksbridge - between the park and Hillsborough football ground)

Slight left to continue on Parkside Road (Hillsborough/Wadsley)

****Turn left onto Middlewood Road B6079 (Hillsborough)**

Turn left onto Hawksley Avenue (Hillsborough Arena)

Take the left fork for the Hillsborough Arena car park (there will be a Sheffield Hat sign)

From the North (M1)

Exit Junction 36 (A61 Sheffield North)

3rd exit onto A61 (Sheffield North)

Go through 1 roundabout (2nd exit Grenoside)

At the roundabout take 3rd exit onto Leppings Lane A6102 (football Visitors Coaches)

Left onto Catch Bar Lane A6102 (City Centre/Wadsley/Walkley)

2nd right onto Parkside Road (Hillsborough/Wadsley)

Follow as above **

From Manchester (A57 Snake Pass)

Slight left turn onto Rivelin Valley Road A6101 (Motorway M1 North)

Left onto Holme Lane A6101 (one-way system)

Immediate right onto Loxley Road A6101 (M1/M18/City Centre)

Right at the fork to follow A6101 (M1/M18/City Centre)

Stay in the left hand lane for A6101 (M1/M18/City Centre)

Left turn onto Middlewood Road B6079 (Hillsborough Shops)

Right onto Hawksley Avenue (Hillsborough Arena)

Maps & Directions cont.

From Sheffield Train Station


Hop on the blue route tram heading towards Malin Bridge (*approx 20mins, £2.20 at time of writing*)

Get off at the Hillsborough stop  – just after Morrisons and the bus interchange (*outside the Rawson Spring Wetherspoons*)

Continue to walk in the direction the tram was going, up a slight hill toward the park and Hillsborough Arena

From Sheffield City Centre

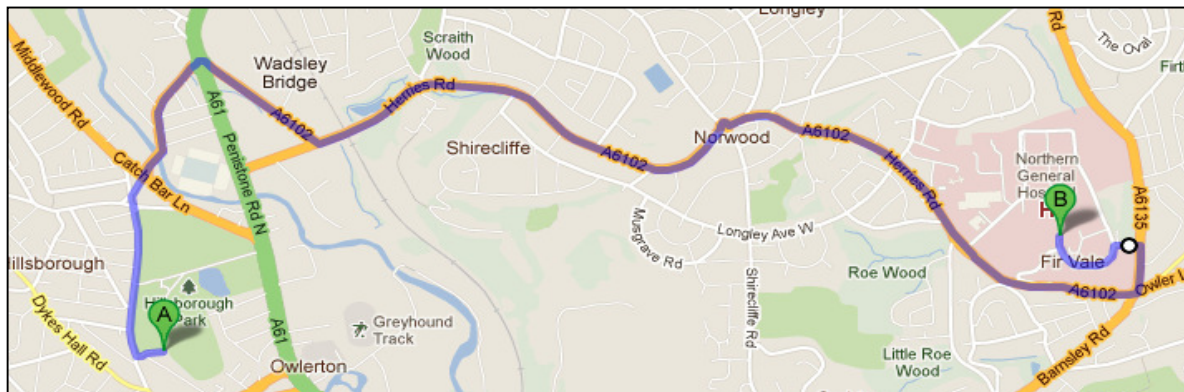
Hop on the yellow route tram heading to Middlewood (*approx 15mins from City Hall, £2.20 at time of writing*)

Get off at the Hillsborough Park stop  (*the one after Hillsborough*) Hillsborough Arena is a tiny walk away

Emergencies

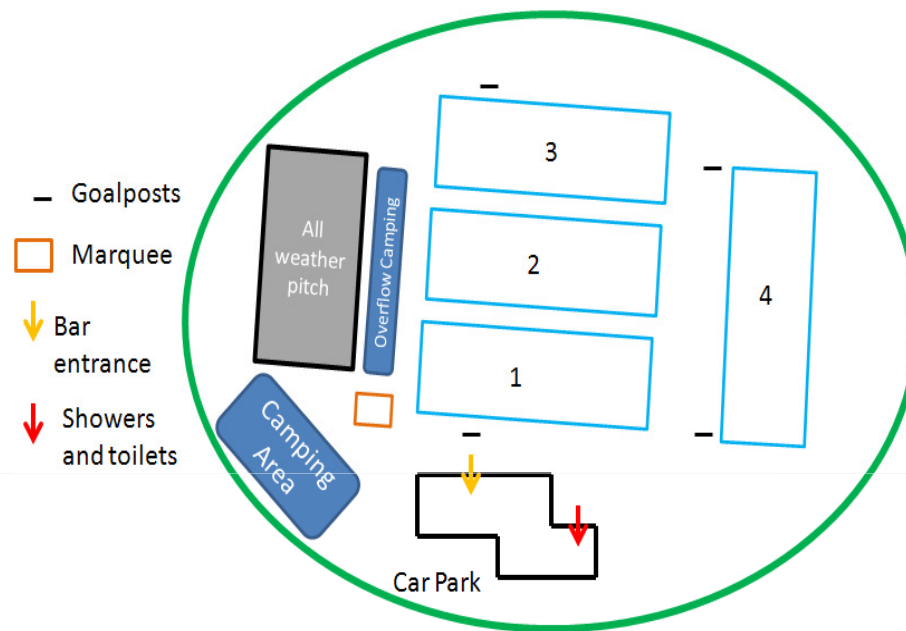
Accident & Emergency – Northern General Hospital

Head north on Middlewood Road -- Slight right onto Leppings Lane A6102 (M1/M18) -- At the roundabout, 2nd exit onto Herries Road A6102 (Ring Road/Rotherham) -- Left turn to follow Herries Road (Ring Road) -- Go through 1 roundabout (2nd exit Meadowhall) -- Turn left onto Barnsley Road A6135 (Chapelton) -- Entrance on the left hand side -- Signs to A&E



Site Map

This is roughly what to expect when you arrive, though we will now only be using pitches 1-3.



Contacts

Email simon@ninety2ultimate.com before the tournament; numbers for the weekend are:

Si East (TD)	0773 812 6683
Gem Norton	0781 744 8249
Hillsborough Arena	0114 233 5310
Mercury Taxis	0114 266 2662
City Taxis	0114 239 3939